

ELINOR WONDERS WHY Animation Check List

ELINOR WONDERS WHY Crew!!!!

We want you to please keep the below points in mind while you are animating.

Some of the notes are more best practises and others are more technical and quality control.

Please save this document somewhere handy so you can reference it on a regular basis.

The more you apply these rules, the more time you will have to experiment and have fun animating these characters.

We want these scenes to be something you are proud to put on your reels.

Here are some quick tips and best practices. 1. Check all your shots and watch the leica. This will help with figuring out a path on how to approach your scenes.

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2. Listen to the voice acting and hit the highs and lows of the shots. Listen to what the characters are saying. Feel the emotion they are giving off and try to deliver that emotion through your animation.

3. Set up your shot with Staging, Framing, and hookups in mind from props to locations of characters from previous scenes.

4. Hit the poses in the Leica, then try to hit the highs and lows with poses that represent that voice acting.

5. Go from one pose to another with a break down and with arcs in mind, also making sure your character has appeal in the posing and hitting body posture and shifting the weight when needed. (Living in your pose will save time not animating the character moving the whole shot)

6. Ease out of one pose and ease into another. Hair, props, limbs will trail the main movement. Making this a smooth arc will sell the animation.

7. Once you have made the body of the animation, go back into it later and add the icing! eye shift, Eyebrow expressions, Blinks etc. Face subtleties will add to giving the character life!

8. Watch for proportion and scale issues, i.e., tiny hands, broken rubbery arms, character proportions, rig distortions, double check your main line up.

9. Always keep all animation on the same frame (either even frames or odd frames) - no animation should be on non-corresponding keys. this makes the animation jitter.

10. Add eases to camera moves.

11. Once you are done with all this, upload the beauty you just created. Check/ review the Banzai Quick Time and then if it all looks good move the shot to approval. (Toggle to Animation Supervisor Approval)

12. Always upload and re-download shots. even if its posing. Sometimes the animation team leads will adjust the shot, so its always best to upload and re-download shots. Check the Download upload History to see who has accessed your shot!

13. Always re-download when doing revs. FX and other departments work on the shots after you have uploaded so, please re-download to make sure you have the latest revisions in your scenes.

14. Switch drawings (drawing swaps like mouths or hands) during the biggest movement of the animation to hide the swap.

Technical and Quality Control.

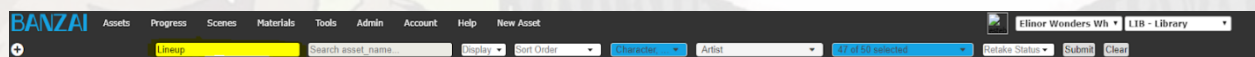
- If you see an opportunity to use the **master control**, and add some **volumetric** action to your characters, do so, take advantage of that tool, let's show it why it's there! (The clients are really looking forward for those eye-popping moments)

- Pay attention to how **hair** should move, especially when characters like Elinor are bouncing around, some secondary action is moving off time. (Some sketches will be added)

- Look at the **framing** presented in the Storyboard, make sure it is the same, if it's not, or if needs to be changed, or the BG is not the right size to do so, please let Bart know.

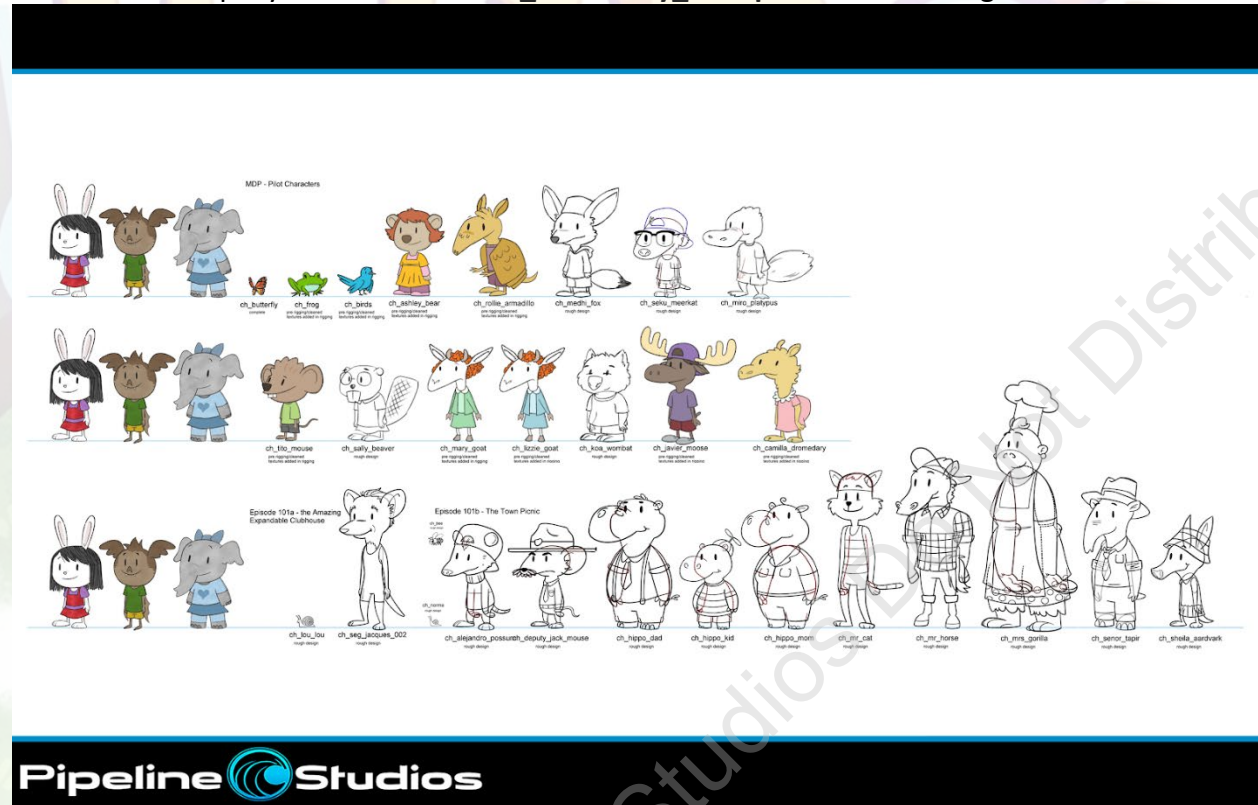
- **SCALE!**: This one is super important folks! - Keep the characters sizes in mind.

If you have doubts about what size a character is, please check on Banzai. Go to Asset library. And In the first search bar you can type **Line up** or **Lineup**, and you will find some line ups made by our lovely folks at design.



You can find there most of the characters you want, if not, let us know

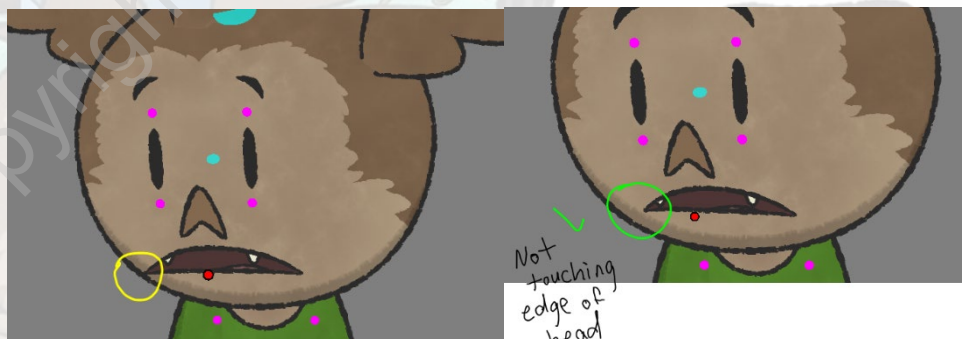
Here is an example you can find it in **ch_secondary_lineup** under view Images.



- Keep an eye on **Hook-ups**! Make sure characters poses are consistent with the shots before and after and that the actions are logical (ie. Don't have a character walking in front of a character one scene, then is suddenly behind that character in the next scene or picking up a prop one scene, and then are no longer holding it in the next). Communicate with others on your team who have direct hook-ups to your scenes. Keep an eye throughout posing and animation to make sure the Hook-ups are working.

- Remember to adjust the **Perspective** size of the characters! - When a Character walks towards the camera it should get bigger - If it walks away from the camera, it should get smaller.

- While doing Lip-sync pay attention to the mouth, the corners of it should not touch the edges of the head



- Some characters have bigger personalities, for example Ms Mole, whose poses can be a more exaggerated - let the voices and performances from the actors guide you. On her really intense deliveries, think Jack Black or even Chris Farley - very high energy! She should have moments (bursts) of intense high energy contrasted with toned-down subdued acting.

- Technical:

Watch out for broken shadows, popping textures, broken layering, broken linework etc. Make sure your scene is technically clean.

- Feet Sliding:

Track the feet on any kind of mechanical action (runs, walks, etc) to make sure the feet DO NOT slide.

- Check your renders!

Check your render videos on Banzai for quality control before you submit anything to approval. Make sure your QT videos are updated to the most recent version before setting to approve.

DESKTOP VERSION

EWV ANIMATION CHECKLIST

<ul style="list-style-type: none">- Use Master Control and Volumetric animation- Pay attention to Elinor's Hair timing and shape while bouncing or moving- Follow the Framing showed in the Storyboard <p>Feet Sliding: Track the feet on any kind of mechanical action (runs, walks, etc) to make sure the feet DO NOT slide.</p> <ul style="list-style-type: none">- Pay attention to the characters SCALE line up- Remember to adjust the characters size while they move in the perspective.	<p>Technical:</p> <p>Make sure your scene is technically clean. Watch out for:</p> <ul style="list-style-type: none">• Shadows - On/Off, Broken• Popping textures• Broken layering• Broken linework• HU's to adjacent scenes <p>- While Lipsync pay attention to the mouth, the corners of it should not touch the edges of the head</p> <p>-Check your renders!</p> <p>Check your render videos on Banzai for quality control before you submit anything to approval.</p>
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